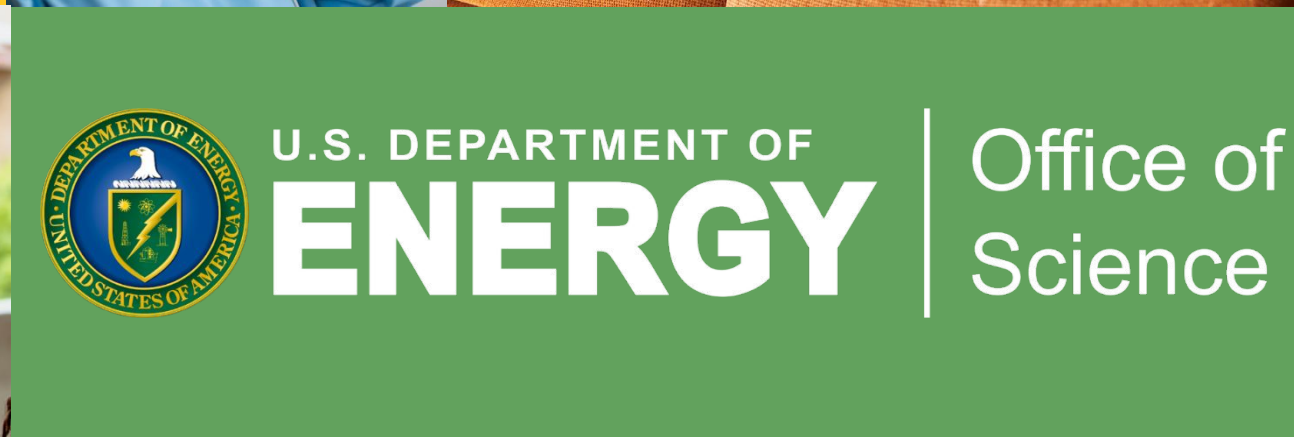




NATIONAL SCIENCE BOWL®
a competition like no other . . .

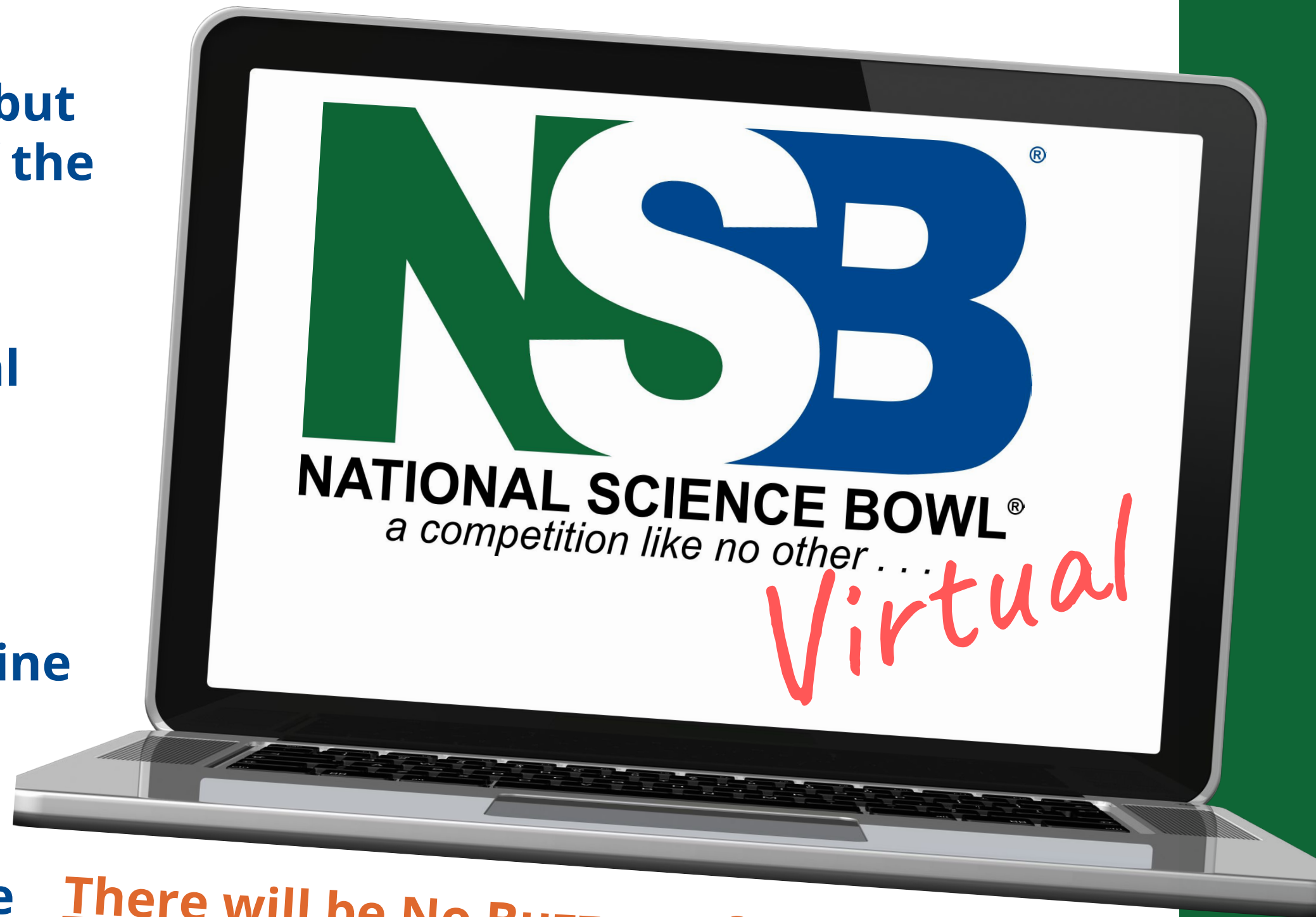
Virtual





Welcome to NSB *Virtual*

- Teams will not play head-to-head matches but instead, teams are competing against all of the other teams.
- There will be only ONE TEAM in each virtual “room”.
- Each team will get a chance to answer ALL questions for a total score that will determine advancement.
- Each student, coach, and volunteer must be available via computer or a device with web camera and zoom capabilities.



There will be No Buzzers - Students will raise their hands - Physically - Like Exercise!

Toss-Up and Bonus Questions

Multiple Choice

- May say letter answer (W, X, Y, or Z) or scientific answer
- If scientific answer – **it must be exact as is written on question and answer sheet**
- If say both letter and scientific answer, they must both be exact

Short Answer

- Does not need to be exact
- Units need not be given unless they are specifically asked for, but if they are given, they must be correct
- Review the Conventions in the rules

First word counts...
no "My answer is..."



Volunteer Roles: *Virtual*

At least three officials in each room



Moderator and Timekeeper

The Moderator will read the questions and start the timer.

The script will be available to them ahead of time.

Recognizer and Score Keeper

The Recognizer will acknowledge the students who raise their hand during the competition.

They will also enter the official score into the Google Form.

Question Judge & Chat Box Scorer

The Question Judge (formerly the Science Judge) ensures the questions are read correctly.

They will also enter scores into the Zoom chat box in real time.

Virtual The Tournament Structure

**Each Regional may differ in number of rounds due to size and other limitations but each one will typically follow this format.



Preliminary Tournament

Every team will compete in at least TWO Preliminary Rounds. (Many regionals will have three or possibly four Preliminary Rounds. These rounds may be separated into sections depending on size of the regional.)

Preliminary Round 1: 1A or 1B or 1C
(use the same questions in 1A, 1B, 1C)
Preliminary Round 2: 2A or 2B or 2C
Preliminary Round 3: 3A or 3B or 3C

Each team's Preliminary Round scores will be combined to create their advancement score. The top xx teams will advance to Elimination Rounds.

Elimination Tournament

The Elimination Rounds will run similarly to the Preliminary rounds, but The Elimination Rounds will be numbered according to the number of teams who will be competing.

Elimination Round of 16: (The Top 16 Teams)
Elimination Round of 8: (The Top 8 Teams)
Elimination Round of 4: (The Top 4 Teams)
Elimination Round of 2: (The FINAL/Top 2 Teams)

The top teams will advance to the next round. These teams will be posted in an Advancement Spreadsheet.

New Match Structure

Preliminary Rounds

Each competition will have at least 2 Preliminary rounds. The combined score for the Preliminary rounds will determine advancement.



Team Info

3 to 5 students on a team (no more than 5 per team)

All 5 can compete together

Students can discuss answers with each other out-loud via the Zoom chat box

No breaks or substitutions.

Highest Score Advances

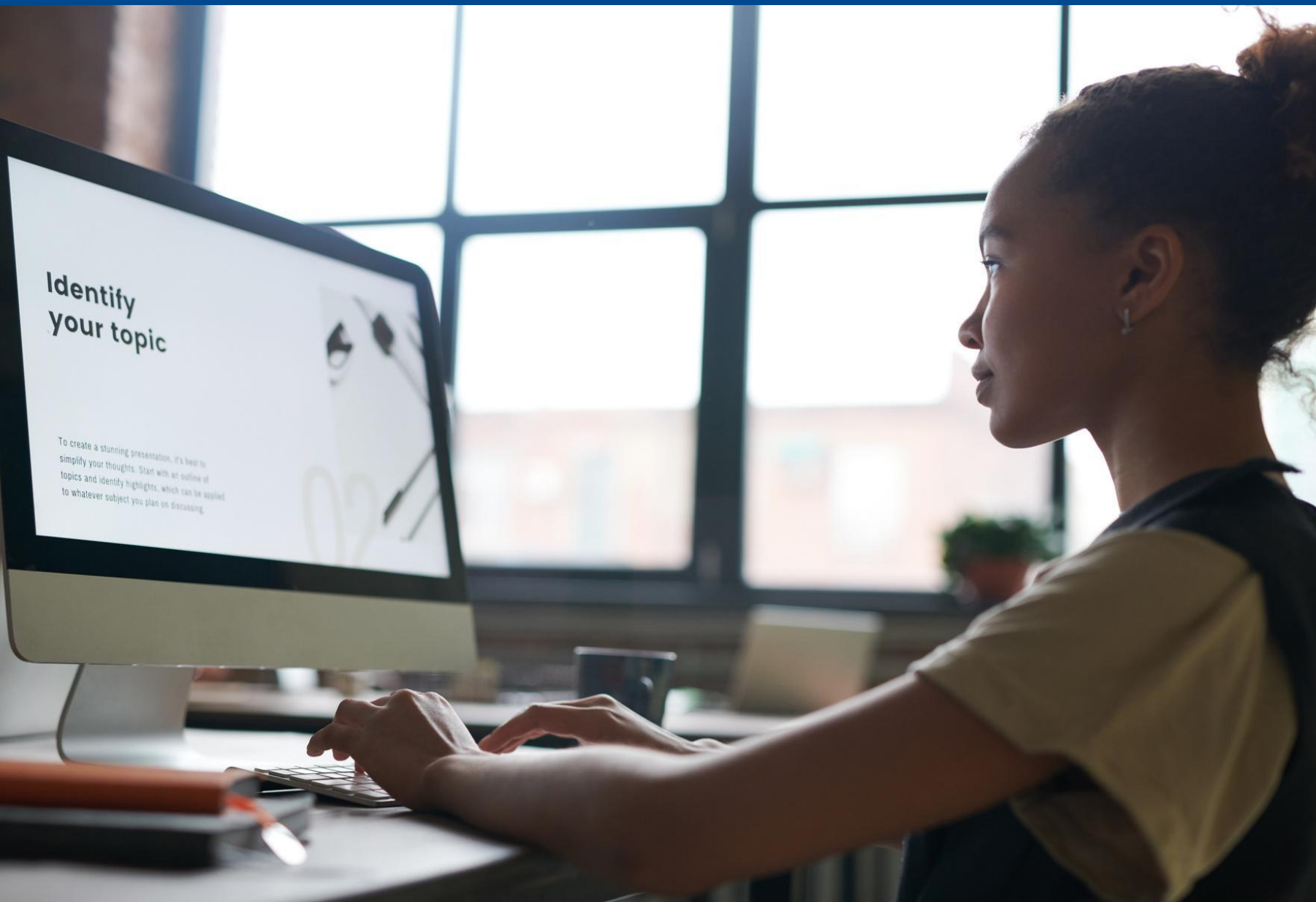
The teams with the highest combined point totals from the Preliminary Rounds will advance to the Elimination Tournament.



NEW: Virtual Monitoring

Each student and coach must have two devices logged into zoom. One to show their face and another to show the the student's workspace and surrounding area.

Virtual



This is the ideal second device set up:
You can see the student, the student's
computer, workspace and hands.



The Audio should be turned off on the 2nd device.

Please rename 2nd device if possible

Students should name themselves what they like to be called.

Virtual Monitoring Rules



- Students may have up to 5 sheets of plain white paper-no notes
- **No calculators, phones, books, notes etc.**
- Students should only be looking at their computer screens and scratch paper
- Coaches should sit still; they are allowed to keep score on paper
- Players, but not coaches, may type in the chat box during the game

What will I see?

Make sure all students and coaches can see and be seen as well as hear and be heard.

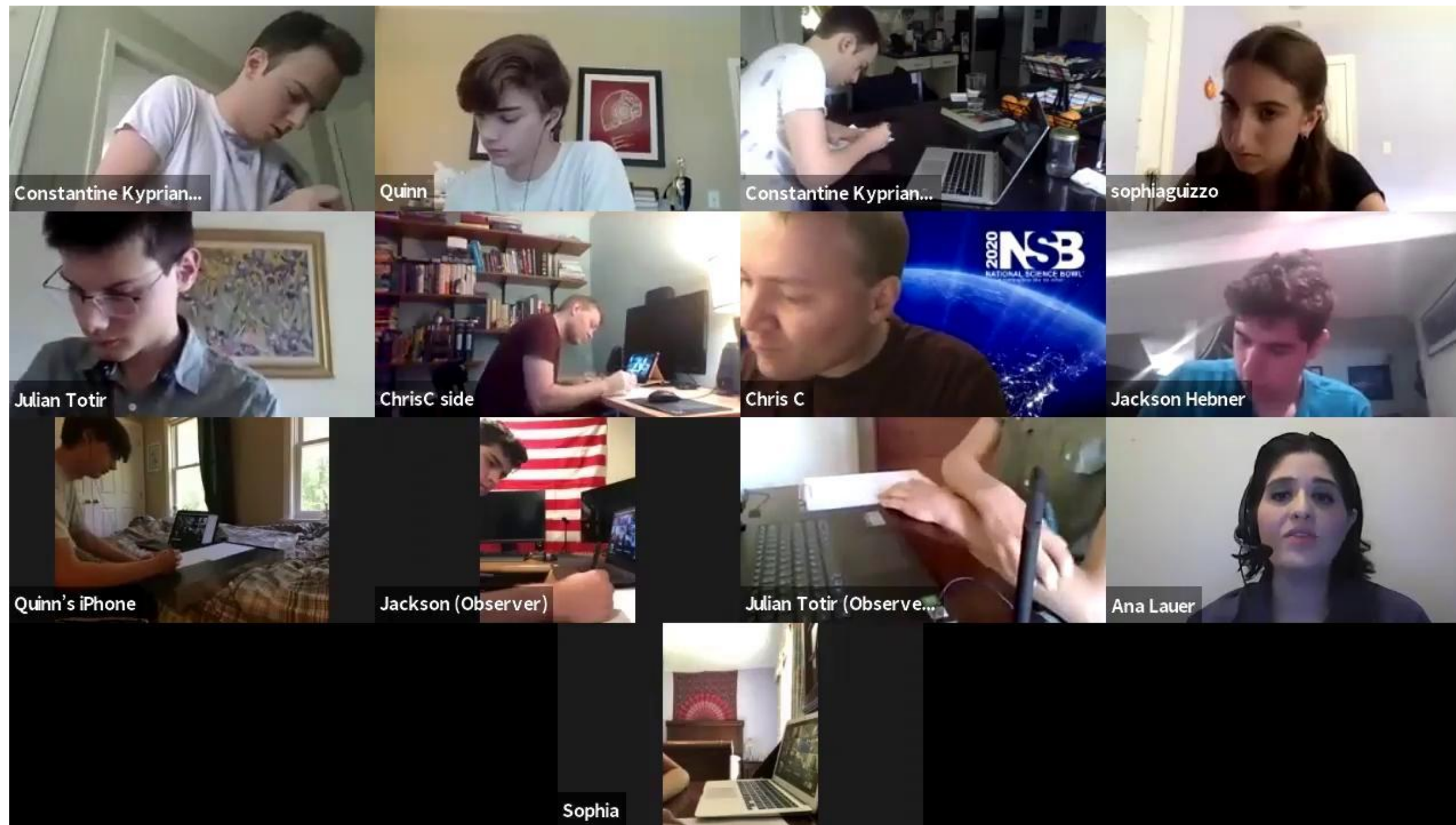
2nd device should be closer



Please only use first names (and last initial if 2+ students have the same first name)

Grace's head should be centered in her "box"

Please download the newest version of the Zoom app.



[Sample Video Link](#)

Virtual Timing Rules



After reading a toss-up question, the moderator will now allow 7 seconds for the team to respond. **(4 points)**

Bonus Questions will be asked if the toss-up questions were correct. The team will now have 22 seconds to give an answer to the bonus question. A 5-second warning will be announced. **(10 points)**

There is no time limit on the Match. The match is played until all of the toss-up questions and earned bonuses have been read.

18 Questions for both
High School
& Middle School



Virtual Answering Rules



- Any team member may raise their hand to answer
- Team members may consult with each other verbally via Zoom or the Zoom chat box
- The first player seen to raise their hand and be verbally recognized by the officials earns the right to answer the question
- Players must raise their hands in front of or next to their face (not off screen) and be recognized by name to answer before time is called

Virtual Answering Rules

- Once read in its entirety, a question will not be re-read. No matter what happens – sirens, dropped signals, etc.
- Answers will only be accepted from the student verbally recognized by the Recognizer. There are no penalties for blurting – although blurting may affect what the moderator hears while the person who is called upon is answering.
- No stalling (stalling is the same as a wrong answer).
- No prefacing of an answer with things like "My answer is..."



How will I know where to "Go"?

Coaches will receive their schedules and Zoom links from their Regional Coordinators in advance of the competition day (1 to 3 days* in advance).

PLEASE DO NOT SHARE THE ZOOM LINKS WITH ANYONE OTHER THAN THE STUDENTS ON YOUR TEAM- THEY ARE UNIQUE TO YOU.



Virtual





Challenges

Challenges must be made before the moderator begins the next question

ALL challenges must be called in to the Appeals “Room” @ 646-543-5266

Do not accept ANY numerical answers that are not listed

Teams MAY NOT challenge judgment calls

To maintain consistency across rooms, ALL unusual situations or other questions should be immediately called in to the Appeals Room

Teams are limited to 2 unsuccessful challenges per team per match



Technical Problems?

Contact your Regional Coordinators

Also, download the newest Zoom App before the event

Try a practice-run beforehand



NATIONAL SCIENCE BOWL®
a competition like no other . . .

Virtual Thanks for
Coaching!



U.S. DEPARTMENT OF
ENERGY

Office of Science

